

# Soviet Caribbean threat stressed by White House

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Seeking to bolster its request for \$110 million in aid to El Salvador, the Reagan administration yesterday claimed the Soviet Union and Cuba are making major new efforts to export revolution in the Caribbean.

In support of its case, the Defense Department said about \$1 billion in Soviet military aid went to Cuba last year. Defense officials also released photographs showing that Cuba has constructed a large airfield on the island of Grenada.

Meanwhile, Senate Democratic Minority Leader Robert Byrd, D-W.Va., said he will join a move to block the aid package until the United States pressures the El Salvador government into negotiating with leftist guerrillas and establishing free elections.

The administration's proposal was taken before the Subcommittee on Western Hemisphere Affairs of the Senate Foreign Relations Committee by Fred C. Ikle, an undersecretary of defense. He argued that the United States must move in the Caribbean because "the military strength that the Soviets and Cubans have assembled in the region is quite adequate to turn Central America

into another Eastern Europe."

Ikle said several factors call for more U.S. aid:

- In 1982, the Soviets delivered 68,000 tons of arms to Cuba, worth about \$1 billion. That was up from 63,000 tons in 1981, he said.

- The number of Soviet military advisers in Cuba increased by 20 percent last year, up to 2,500. That means, Ikle said, "Soviet military advisers in Cuba outnumber U.S. military advisers in all of the Latin American by countries by 25 to one."

- Cuba has been building a major airfield at Point Salines on Grenada, a Caribbean island. "Coupled with other support facilities, the airfield will significantly increase Cuban and Soviet capabilities to extend their reach in the Caribbean, Latin America and Africa."

Ikle was joined by Thomas O. Enders, the assistant secretary of state responsible for Latin American policy.

"There is a concerted effort by Nicaragua and Cuba, backed by the U.S.S.R., to unite, train and arm violent insurgent movements, turning them into instruments for the destruction of established governments," Enders said.

Enders' comment came a day after

the Salvadoran guerrilla movement admitted that it has been supplied by the Cubans for a "long time."

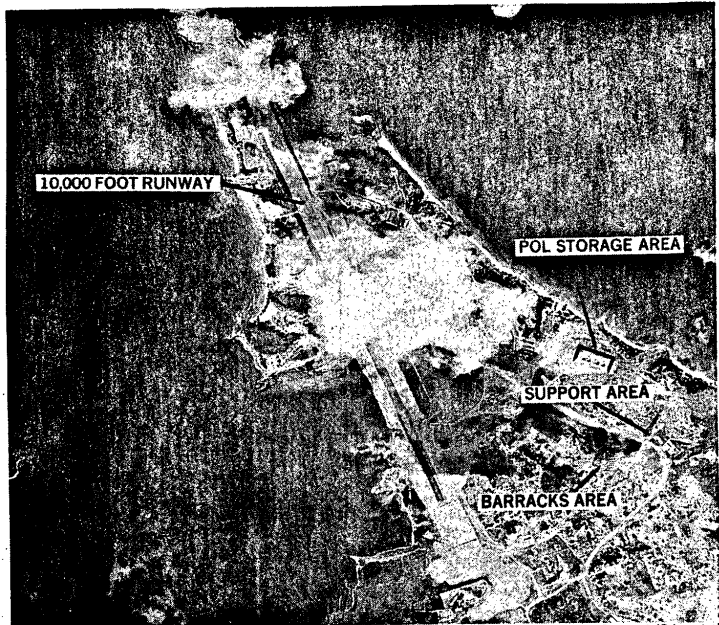
Meanwhile, opposition to the aid plan was developing among Democrats, with Byrd announcing his disapproval by saying, "It is my impression that the guerrillas would be willing to enter into negotiations leading to a free election if indeed it were to be a free election."

He was joined by Sen. Daniel Inouye, D-Hawaii, and Sen. John Glenn, D-Ohio, a presidential contender.

Under congressional rules, President Reagan can spend \$60 million of the \$110 million aid package without approval of Congress — unless Congress specifically moves to kill that "reprogramming" money. Reagan wants to switch from other areas.

That action can be taken with a subcommittee vote, and Rep. Clarence Long, D-Md., chairman of the House Appropriations Subcommittee on Foreign Operations, has said the additional aid will be blocked unless the administration meets several conditions.

One condition he wants is participation in Salvadoran elections by exiled opposition groups.



Department of Defense photo

New airfield on Caribbean island of Grenada includes barracks, storage and 10,000-foot runway for larger aircraft.

## Latest video game takes flight on column of air

LOS ANGELES (UPI) — The newest video game surrounds players and boosts them into the air to join the invaders in space, bobbing and weaving a globular cockpit in "flight" on a column of air.

Although many in the video game industry, which now takes in more than the movie and record businesses combined, had predicted such advanced games years in the future, a secret tryout in a Detroit area bar recently caught them by surprise.

Inside the capsule of the Saker-One, made up to look like the cockpit of a space ship, TV screens show enemy spacecraft, which the "pilot" tries to destroy with "lasers." A 30-horsepower electric turbine engine holds the "cockpit" aloft on a shaft of air, moving at up to 140 mph, like the blast from a reversed vacuum cleaner suspending a ping pong ball.

As the player maneuvers to get a shot, his commands are transferred to four outer fins,

which move the capsule in the air stream, swiveling, spinning and yawing it.

In its present form, the machine needs an operator, but builder John Sas-sak said he is working on an automated coin-operated model.

Sassak, president of Segmented Carbide Die Co., of Livonia, Mich., said the space probe is not dangerous. In addition to the operator, the motor is equipped with a heavy flywheel that will keep the fan moving in case of a power failure,

he said, lowering the capsule gradually.

Sassak, an aeronautical engineer whose company specializes in automobile automation, said he will market the \$70,000 games nationwide in June, leasing them to nightclubs for \$2,500 per month. Conventional video games like Pac Man rent for \$250 to \$500 per month, Sassak said.

The prototype was installed in Diamond J's, a bar he owns that is managed by his son, Mark. Two dol-

lars buys a two-minute ride. The Sassaks said the game was a hit, with enthusiasts waiting for hours in line to play.

Sassak said players pay more attention to maneuvering the capsule than trying to zap the enemy. Players "were just so intrigued with the maneuvering they paid no attention to the video game," he said.

Sassak said he got the idea seven years ago after seeing a department store display suspend a beach

ball on a stream of air.

Sassak said he already has orders for \$30 million worth of machines, and expects to sell another \$50 million in two years. Pac Man, which has been on the market about two years, has earned about \$1 billion, he said.

Some surprised industry officials say the probe will never enter the arcade market because of its size and complexity.

"You're not about to put one of these inside a game room or a 7-Eleven store," said John Farrand, president of the coin games division of Atari Inc.

## Afghans cope with

DISTRICT OF COLUMBIA  
DEPARTMENT OF HOUSING AND COMMUNITY DEVELOPMENT